

I AM SORRY TO BE LATE! I WILL TELEPHONE OR MAIL YOU LATER!

FIG.4

RETRIEVE CHARACTER STRING	FILE PATH OR MEMORY ADDRESS OF CORRESPONDING ANIMATION DATA
!	DATA1
TELEPHONE	DATA2
MAIL	DATA3

RETRIEVE CHARACTER STRING	FILE PATH OR MEMORY ADDRESS OF CORRESPONDING ANIMATION DATA	PRIORITY
!	DATA1	5
TELEPHONE	DATA2	-7
MAIL	DATA3	12

FIG.6

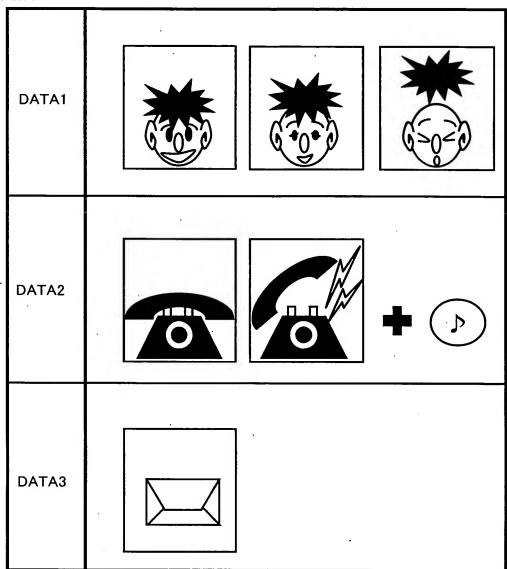


FIG.7A



FIG.7B



FIG.7C

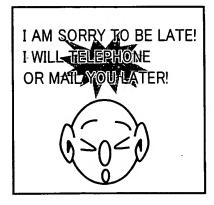
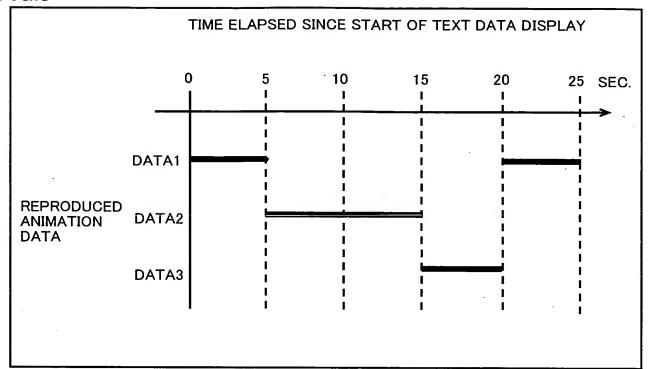


FIG.8



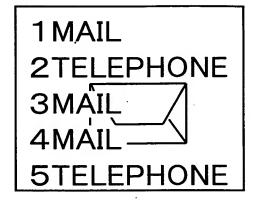
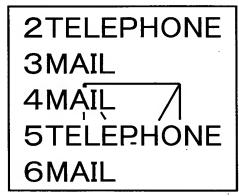


FIG.10



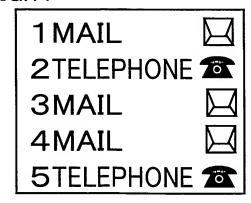


FIG.12

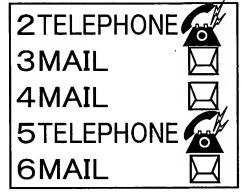


FIG.13

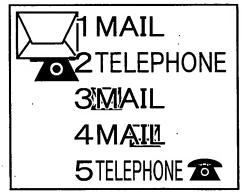


FIG.14

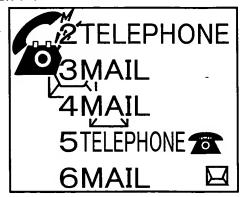
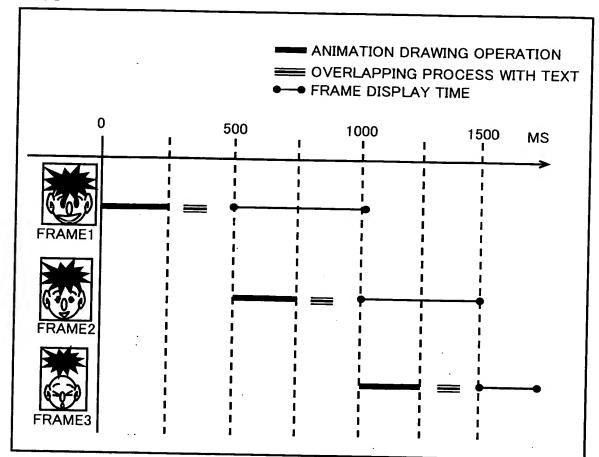
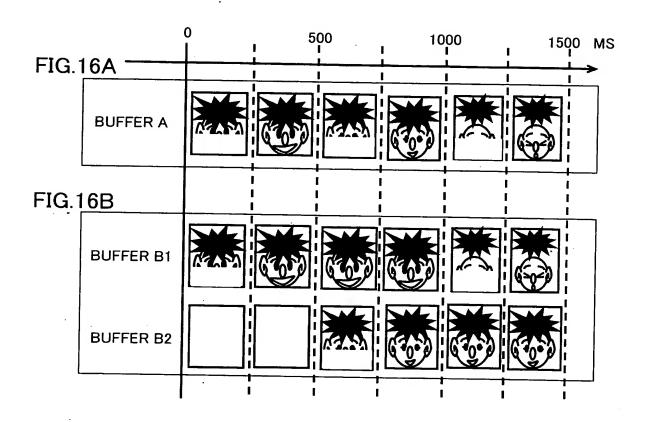
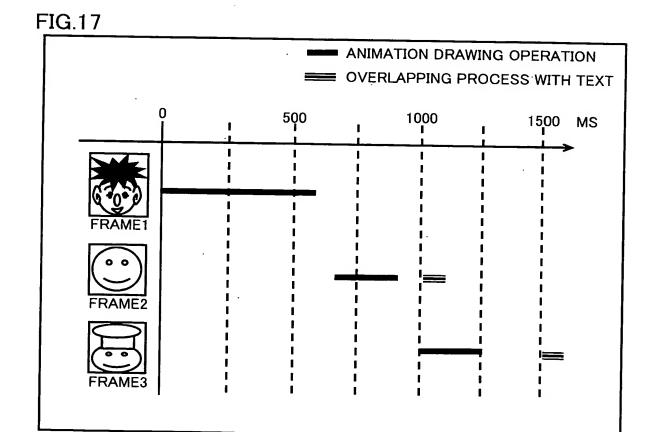


FIG.15









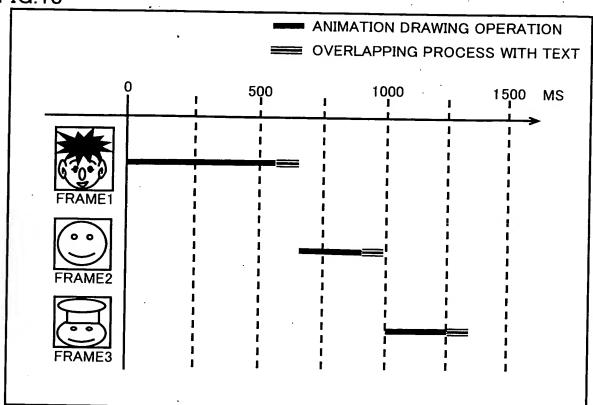
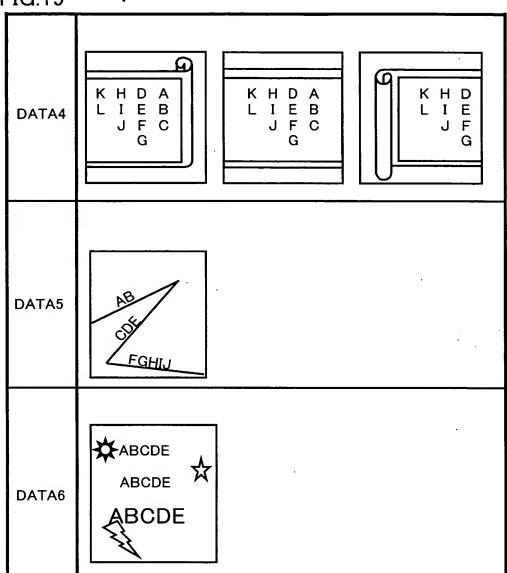


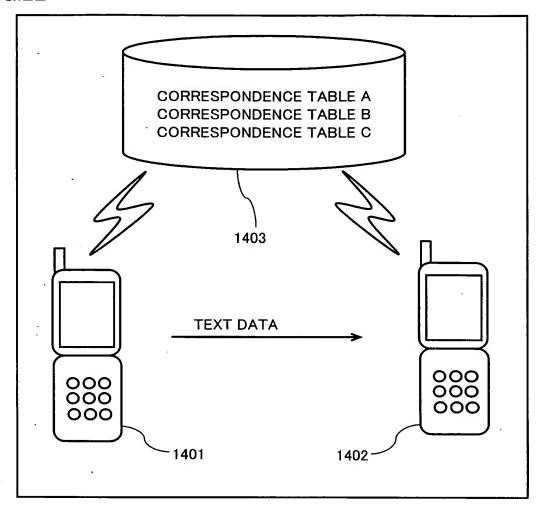
FIG.19



<html>
<head><title>TEXT1</title></head>
<body>
<!--TEXT2-->
TEXT3
</body>
</html>

NAME	TELEPHONE NUMBER	MAIL ADDRESS	ANIMATION DATA TO BE USED
SATO	09012345678	Sato@hoge1.com	DATA1
SUZUKI	07023456789	Suzu@hoge2.com	DATA2
YAMAMOTO	09034567890	Yam@hoge3.com	DATA3

FIG.22



01	From: "Yamada Taro" <u>taro@send.com</u> (tableA)
02	To:"Suzuki Ichirou" <ichirou@recieve.com></ichirou@recieve.com>
03	Subject:test ·
04	Comments:http://hogehoge.com/tableB
05	Keywords:tableC
06	Date:Tue,18 Feb 2003 16:35:53 +0900
07	MIME-Version:1.0
08	Content-Type:text/plain;
09	cherset="iso-2022-jp"
10	Content-Transfer-Encoding:7bit
11	X-Mailer:mailer name

FIG.24

RETRIEVE CHARACTER STRING	CORRESPONDING ANIMATION DATA	THE DAY OF THE WEEK
!	DATA1	MON, TUE, WED, THU, FRI
	DATA2	SAT, SUN
TELEPHONE	DATA2	EVERY DAY OF THE WEEK
MAIL	DATA3	EVERY DAY OF THE WEEK

RETRIEVE CHARACTER STRING	CORRESPONDING ANIMATION DATA	RANDOM NUMBER
!	DATA1	2
	DATA2	5,7
TELEPHONE	DATA2	0-10
MAIL	DATA3	0-10

FIG.26

RETRIEVE CHARACTER STRING	CORRESPONDING ANIMATION DATA	PROBABILITY
!	DATA1	0.2
	DATA2	0.5
TELEPHONE	DATA2	1
MAIL	DATA3	1

FIG.27A

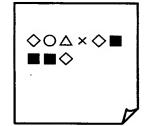


FIG.27B

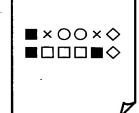


FIG.27C

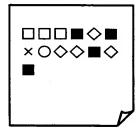


FIG.28

	0	Δ	×	♦■■
MAIL1	1	1	1	1
MAIL2	2	0	2	0
MAIL3	1	0	1	0

FIG.29

	RETRIEVE CHARACTER STRING
1	0
2	Δ
3	×
4	♦■■

FIG.30

<u>4.00</u>	
COUNTER	CORRESPONDING ANIMATION DATA
1111	DATA1 .
2020	DATA2
2121	DATA3

